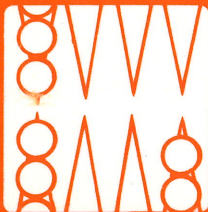# INSTRUCTIONS FOR
VIDEOCART™-11
CARTRIDGE GAMES

Exclusively for use with the Fairchild Video Entertainment System

FAIRCHILD

On Your Mark

Insert your Backgammon/Acey-Deucy cartridge into your unit. After the cartridge has been seated press the RESET button.

Get Set

A G? will appear on your screen asking which game you want to play.

Go

Press Button 1 for **Backgammon**. Press button 2 for **Acey-Deucy**.

1. Backgammon Basic Rules

The game display for **Backgammon** consists of 24 *points*, shown as alternating solid and broken vertical lines above and below a single horizontal line (see illustration). At the center of the board is a single wide vertical line, called the *Bar*. The single horizontal line and the *Bar* divide the board into 4 quadrants or *tables*, which are called by the following names: The upper right table is the *Red inner table*; the upper left table is the *Red outer table*; the lower left table is the *Blue outer table*; and the lower right table is the *Blue inner table*. Each player has 15 *stones* which he may move about the board according to the rules described below.

The object of the game of **Backgammon** is to be the first player to remove all 15 of his stones from the board. Each player alternately moves one or more of his stones according to the value of a pair of dice which is rolled to begin his turn of play.

Each player begins with 15 stones of his own color, distributed on various "points" of the board, as follows:

Each player has 2 stones on his opponent's *one* point, 3 stones on his own *eight* point, and 5 stones each on his opponent's *twelve* point and his own *six* point.

To begin the play of **Backgammon**, the Blue player *rolls* his dice. Then the Red player *rolls* his dice. The player with the highest total roll (sum of both dice) moves first. In case of a tie, this process is repeated. In the case of either player rolling a pair or *doublets*, the simple total of the 2 digits is used. (See section on rolling dice, below, for special moves when doublets are thrown).

A point which is not occupied by any stone of either player is *open*, and either player may move one or more stones to it during his turn to move. A point which is already occupied by 2 or more stones of one of the players is *made* by that player, and his opponent may not move any of his stones to it, although he may move past it to any other point which is not already made by his opponent. If either player places a single stone on a point, it is called a *blot*. The opposing player may move 1 or more stones to the blot point and, in so doing, *hit* the blot. The blot is then moved to the bar and must be brought back onto the board and *re-entered* in the inner table of the player that hit it before any other stone of that player may be moved. The cursor will remain by the bar until all the stones on the bar have been re-entered. The player then regains control of the cursor and can position it in the normal manner to make his move.

Cursor

Points (There are 24 of them)

Bar

Red Outer Table

Red Inner Table

12 11 10 9 8 7 6 5 4 3 2 1 **RED POINTS**

Blue Direction

Red Direction

12 11 10 9 8 7 6 5 4 3 2 1 **BLUE POINTS**

Blue Outer Table

Blue Inner Table

Red Dice

Doubling Cube

Blue Dice

One Stone

Two Stones Stacked

Three Stones Stacked

How the Hand Controllers Work

ROLLING THE DICE—Twisting the hand controller knob clock-wise will "roll" the dice until it is let go. The numbers shown are the total number of points a player may move his stone in this turn, if he can. He may move 1 stone the number of points indicated by either die. Then he may move any stone, including the one just moved, the number of points indicated by the remaining die. If the roll is a pair, such as two fives, he makes 4 moves of 5 points each. If he cannot move one or both of the numbers rolled, he forfeits any unusable portion of his turn by twisting left on the hand controller knob. His opponent **MUST** twist left on his own hand controller knob, at the same time, if he agrees that the number or numbers remaining are truly unusable. Otherwise, the player rolling the dice must move any stone which can be moved on that turn.

MOVING A STONE—A stone is moved by, first, positioning the *cursor* over the point on which that stone is located, and then, pressing down on the hand controller knob. That stone will then be moved the number of points shown by the left-most digit of the dice roll. The player may switch the order of the dice by twisting the controller knob clockwise before pressing down on it. The cursor may be moved from left to right or top to bottom on the board by moving the hand controller knob left to right or forward and back until the cursor is in the desired location. The cursor will point in the direction the stones will be moved.

Ending The Game

The Blue player moves his stones counter-clockwise, and the Red player moves his stones clockwise, as shown.

The Blue player's first objective is to move all of his stones into his own inner table in the lower right corner of the board, while Red attempts to move all of his stones to his own inner table at the upper right corner of the board.

All of a player's stones **MUST** be in his own inner table before they can be born off (moved off the board). Should a player's blot be hit while he is bearing off his stones, he must re-enter the blot in his opponent's inner table and move it back to his own inner table before continuing to bear off any more stones.

Stones may be born off according to the following rules:

1. A stone may always be born off from a point exactly matching the value of a die.
2. If no point matching the value of a die is occupied by a stone, then:
   a. The highest numbered point containing a stone which can be born off may be moved; (for example, if the highest stone is on the 5 point and the highest die is 6 then that stone must be born off).
   b. Any other point containing a stone may be moved.

When all one player's stones have been born off, the game ends and that player wins the amount of points on the doubling cube. (See **Use of the Doubling Cube** below).

2. Acey-Deucy

The play of the game of **Acey-Deucy** is identical to that of **Backgammon**, with the following two exceptions:

The original position of the stones for each player is off the board, similar to being on the bar, except that the player need not enter any more stones in order to move stones already on the board. However, whenever a blot is hit and sent to the bar, it must be re-entered before any other stone of that player may be moved.

The rolling of a one and a two, called an *acey-deucy*, gives the player the following special moves:

1. The normal move of a one and a two.
2. The additional choice of any double with the corresponding 4 moves.
3. Another roll.

How the Hand Controllers Work in Acey-Deucy

Following the move of the **Acey-Deucy**, the dice will be set to *zero-zero*. The player then selects the pair he wishes to move by twisting the hand controller knob clockwise until that pair is shown, and then pulling up on the knob. He then moves the double and, finally, takes another roll. This **Acey-Deucy** privilege of moving an extraordinary number of times is only available if the player is able to use each set of moves that come up or are selected during that turn. If he is unable to use any part of the move, he must forfeit any unused portion and his turn is ended.

Use of the Doubling Cube

The pair of green digits below the bar represent the current value of the doubling cube. At any time during the play of a game, the player whose turn it is to move may, before rolling the dice, press down on the hand controller knob. This will double the value of the doubling cube and suspend play until his opponent responds. The doubled player may either accept the double by also pushing down on his knob, or refuse it, forfeiting the game, by pulling up on his hand controller knob. Any subsequent double up to a maximum value of 64 may be made only by player who accepted the last double.

The doubling feature is normally used when a player feels his chances of winning are better at a particular time in the game.

NOTE: The doubling cube is used in the same manner in both **Backgammon** and **Acey-Deucy**.

Summary of Control Functions

Console Button #1—Select game of **Backgammon**.
Console Button #2—Select game of **Acey-Deucy**.
Handcontroller knob left—Push cursor left.
Handcontroller knob right—Push cursor right.
Handcontroller knob forward—Push cursor up.
Handcontroller knob back—Push cursor down.
Handcontroller knob up—

    A. Decline *double* and forfeit game.
    B. "Lock in" a selected doublet during Acey-Deucy.

Handcontroller knob down—

    A. Accept *double*.
    B. Move a stone on point under cursor.

Handcontroller twist left—Forfiet unusable number(s).
Handcontroller twist right—

    A. Roll the dice
    B. Select doublet during Acey-Deucy

Backgammon and **Acey-Deucy** are very interesting, exciting and challenging games. This instruction book has been written so as to start out any player not familiar with these games by giving him the basic rules. If you are interested in learning more about these games, their strategies and play techniques, several good books on Backgammon and it's variation Acey-Deucy have been written and are available through your library or at your Bookstore.

Have Fun

If you have questions about this Videocart™* cartridge or your Video Entertainment System, call the toll free numbers in the back of your console instruction booklet.

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